

# VIRTUAL PRODUCTION (MPS)

NYSED: 42462 HEGIS: 0605.00 CIP: 10.0304

## Program Description

NYU Tisch School of the Arts is offering a 36-credit Master of Professional Studies (MPS) degree in Virtual Production. Students will learn at the Martin Scorsese Virtual Production Center, which opened in Fall 2024. This 9 month (September-May), full-time program will provide students an immersive, hands-on education in the emerging field of storytelling through Virtual Production.

The curriculum includes classwork, on-set production, collaboration and apprenticeship. Learn alongside a diverse group of self-directed students including teachers, artists, and other working professionals (writers, directors, designers, producers, cinematographers, technical directors) seeking an immersive academic experience.

In the Fall, students will focus on the story, design, directing and producing strategies for their master's thesis projects, while learning the workflow, and technical aspects of Virtual Production. During the Spring semester, students will collaborate to complete polished thesis projects. It requires research, innovation, and a solid practice in technology and creativity to develop a successful virtual production - master both the science and the art at Tisch.

The 45,586 square foot Martin Scorsese Virtual Production Center lives on the top floor of Building 8 at Industry City, a 35-acre innovation campus on the Brooklyn waterfront. The Center features two double-height, column-free stages, two television studios, state-of-the-art broadcast and control rooms, dressing/make-up rooms, a lounge and bistro, scene workshops, offices, post production labs, finishing suites, and training spaces.

## Admissions

All graduate applicants to the Tisch School of the Arts are required to submit the General Graduate Application (<https://tisch.nyu.edu/admissions/graduate-admissions/generalapplicationrequirements/>), as well as a department-specific portfolio or creative supplement. Each of these can be submitted online.

See Graduate Admissions (<https://tisch.nyu.edu/admissions/graduate-admissions/>) for admission requirements and instructions specific to this program.

For international applicants, see International Applicant Requirements (<https://tisch.nyu.edu/admissions/graduate-admissions/internationalapplicantrequirements/>). Applicants with international credentials should be sure to check to see if their credentials are equivalent to an American Bachelor's degree (<https://tisch.nyu.edu/admissions/graduate-admissions/USbaequivalency/>) before applying.

## Program Requirements

The program requires the completion of 36 credits, comprised of the following:

Course	Title	Credits
<b>Major Requirements</b>		
VRTP-GT 2001	Introduction to Virtual Production	4

VRTP-GT 2010	Masters Seminar in Virtual Production I: Writing and Developing Virtual Production Thesis	6
VRTP-GT 2020	Technical Direction for Virtual Production	3
VRTP-GT 2025	Producing the Virtual Production	2
VRTP-GT 2015	Art Direction and Production Design for Virtual Production	3
VRTP-GT 2011	Masters Seminar in Virtual Production II: The Thesis	6
VRTP-GT 2045	Finishing / Post Production / Sound Design for Virtual Production	3
VRTP-GT 2060	Internship, Apprenticeship, Research for Virtual Production	3
VRTP-GT 2040	Resume and Reel Building in Virtual Production	3
VRTP-GT 2050	Special Topics in Virtual Production	3
<b>Total Credits</b>		<b>36</b>

## Sample Plan of Study

Course	Title	Credits
<b>1st Semester/Term</b>		
VRTP-GT 2001	Introduction to Virtual Production	4
VRTP-GT 2010	Masters Seminar in Virtual Production I: Writing and Developing Virtual Production Thesis	6
VRTP-GT 2020	Technical Direction for Virtual Production	3
VRTP-GT 2025	Producing the Virtual Production	2
VRTP-GT 2015	Art Direction and Production Design for Virtual Production	3
<b>Credits</b>		<b>18</b>
<b>2nd Semester/Term</b>		
VRTP-GT 2011	Masters Seminar in Virtual Production II: The Thesis	6
VRTP-GT 2045	Finishing / Post Production / Sound Design for Virtual Production	3
VRTP-GT 2060	Internship, Apprenticeship, Research for Virtual Production	3
VRTP-GT 2040	Resume and Reel Building in Virtual Production	3
VRTP-GT 2050	Special Topics in Virtual Production	3
<b>Credits</b>		<b>18</b>
<b>Total Credits</b>		<b>36</b>

## Learning Outcomes

Upon successful completion of the program, students will:

1. Be able to produce, plan, budget and schedule a virtual production.
2. Be able to craft a creative story that shows the possibilities of virtual production.
3. Be able to understand the technical and professional process of at least three industry positions.
4. Be able to direct a production team to successfully collaborate to complete a professional project.
5. Be able to design and build assets for virtual production exercises.

## Policies

### NYU Policies

University-wide policies can be found on the New York University Policy pages (<https://bulletins.nyu.edu/nyu/policies/>).

## **Tisch Policies**

Additional academic policies can be found on the Tisch academic policy page (<https://bulletins.nyu.edu/graduate/arts/academic-policies/>).